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Call of Duty: Modern Warfare 2 is a 2009 first-person shooter game developed by Infinity Ward and published by Activision. It is the sixth installment in the Call of Duty series and the direct sequel to Call of Duty 4: Modern Warfare. It was released worldwide on November 10, 2009, for Windows, PlayStation 3, and Xbox 360. A separate version for the Nintendo DS, titled Modern Warfare: Mobilized, was also released on the same day. A version for OS X was developed by Aspyr and released in May 2014, and the Xbox 360 version was made backward compatible for the Xbox One in 2024.
The game's campaign follows Task Force 141, a multinational special forces unit commanded by Captain Soap MacTavish as they hunt Vladimir Makarov, leader of the Russian Ultranationalist party, and United States Army Rangers from the 1st Ranger Battalion who are defending the Washington, D.C. area from a Russian invasion. The game's main playable characters are Sergeant Gary "Roach" Sanderson, of the 141, and Private James Ramirez, of the Army Rangers, with Captain MacTavish becoming playable later in the campaign. The multiplayer mode was expanded upon from the previous game, with several new features and modes.
Development for the game began in 2008, when it was still known as Call of Duty 6. It uses the IW 4.0 engine, an improved version of Call of Duty 4's IW 3.0. Infinity Ward was inspired by real-life conflicts when developing the campaign mode. They initially tested the multiplayer mode by playing an in-house beta version of the game. Modern Warfare 2 was officially announced in February 2009. Teasing of the game began in March, with short trailers being released for the game and, eventually, a full